

GUI Workshop II

Resource Planning

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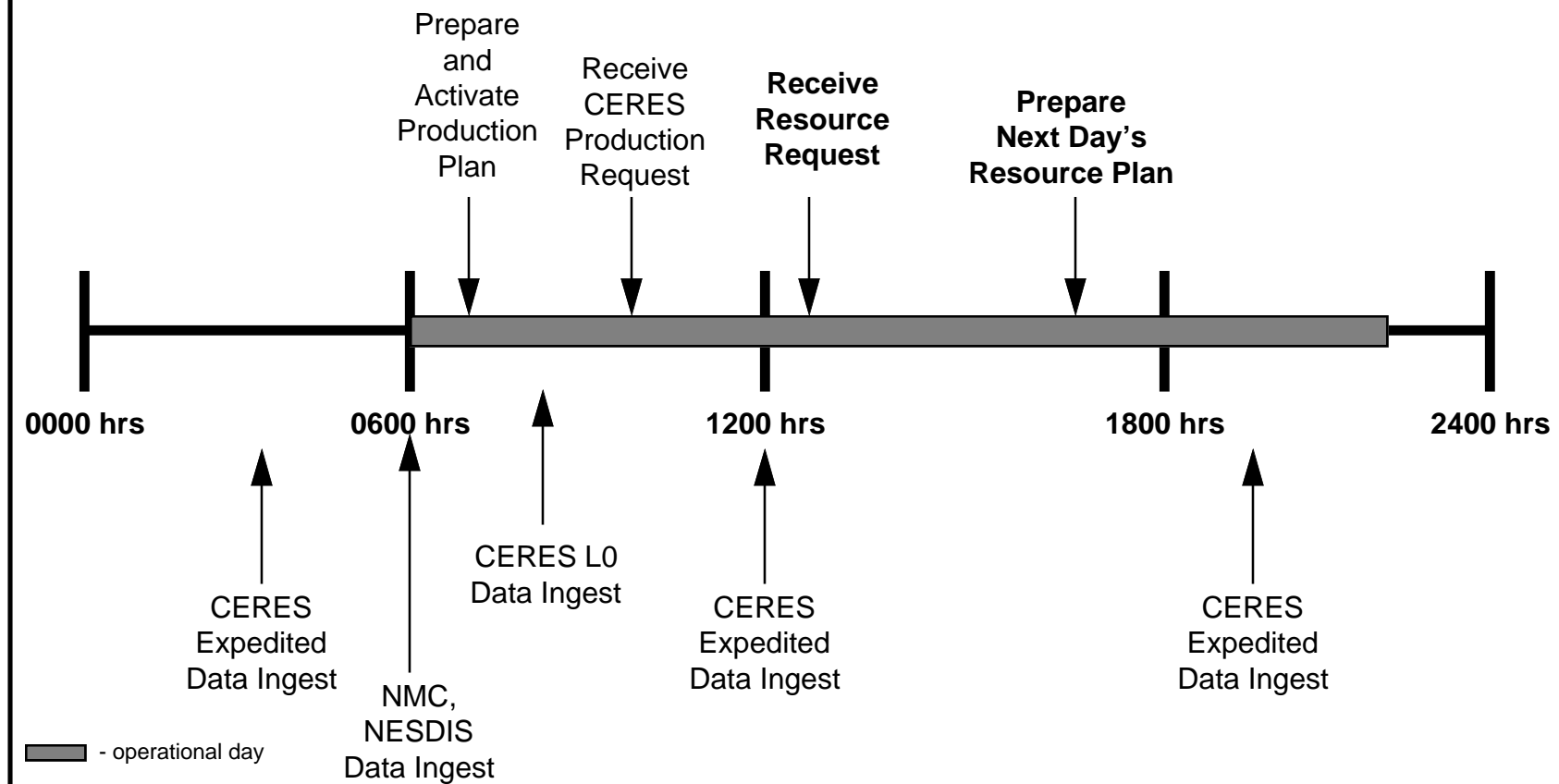
Overview

Summary and Context

- **Summary:** This script is provided to highlight the GUIs used during Resource Planning. The process of entering a Resource Request and creating a Resource Plan are described.
- **Context:**
 - Startup the Resource Planning Workbench
 - Create a Resource Reservation Request
 - View the Resources Timeline
 - Validate and Approve a Resource Reservation
 - Generate a Resource Plan
 - Define a New Resource

Scenario Timeline

Representative LaRC DAAC Events



Resource Planning

Script:

This script highlights the GUIs used to perform resource planning, that is the planning for the use of resources at a Release A DAAC.

Preconditions:

1. The basic configuration of resources that can be used for resource planning has been loaded from the MSS Configuration Management system into the resource planning system.
2. All necessary technical and management personnel have been involved in resource planning discussions prior to the actual planning of the ground event. That is, this script does not address the procedurally oriented process of negotiating for resources.

Step No.	Time	Player	Activity	GUI
1	1200	Resource Manager (RM)	The RM is reviewing routine maintenance schedules for the DAAC hardware. He notes that one of the production processing platforms should receive routine maintenance the following week. The RM starts the Resource Planning Workbench from the desktop.	Planning Subsystem Main Screen: Resource Planning Workbench
2	1201	RM	The RM selects the 'Edit..' to enter a resource reservation request.	Resource Reservation Request Edit/Definition
3	1206	RM	On this GUI, the originator and origination date are supplied by the application. The RM enters the activity type, description, priority, start date/time, end date/time, and frequency for the resource reservation. He is prompted for request name when saving the request. He may also enter comments describing the activity.	Resource Reservation Request Edit/Definition

Step No.	Time	Player	Activity	GUI
4	1210	RM	The RM presses 'Resources' and selects the platform required for the maintenance activity from the list of possible resources. The RM saves and exits at this point to the desktop.	Resource Reservation Request Edit/Definition
5	1515	Resource Planner (RP)	The RP periodically inspects the Resource Planning tool. From the desktop, he starts the Resource Planning Workbench and selects 'Res Rev' to access the Resource Reservation Request List. He sorts the list to identify new requests.	Reservation Request List
6	1516	RP	The RP scans the list of Resource Request Reservations in the list. He selects the new reservation request and accesses the detailed view.	Reservation Request List
7	1520	RP	The RP reviews the request and assigns a sponsor to validate the request. The RP returns to the Resource Request Reservations in the list.	Resource Reservation Request Edit/Definition
8	1525	RP	The RP wishes to view the current timeline view for the Resource Plan. He presses Timeline and inspects the current plan. (Note: a similar dialog box will produce a tabular report of the resource plan).	Reservation Request List (w/ Resource Reservations Plan Timeline Definition dialog box) Resource Timeline
9	1535	RP	The RP selects a reservation that has been validated by the sponsor. The RP assesses the detailed view of the request and updates the GUI to indicate that it is approved. (Note: The Sponsor would review and validate the request in essentially the same way). The RP returns to the Resource Request Reservations in the list.	Resource Reservation Request Edit/Definition

Step No.	Time	Player	Activity	GUI
10	1540	RP	The RP reviews the list of resource requests. He decides to commit the resource requests that have been validated. Any conflicts within the plan will be displayed within the timeline view and listed in an error dialog.	Commit Resource Reservation Request List (w/ Commit Reservations dialog box)
11	1543	RP	The RP must now define a new resource (a processor) that is due to be installed the following month. The RP presses 'Res Defin' to bring up the GUI for this purpose.	Resource Configuration Edit/ Definition
12	1546	RP	The RP enters information for the new resource, including Resource ID, Nominal Activity, Resource Name, and Resource Type. He notes in the comments when the resource is expected to be installed and when it is expected to be operational.	Resource Configuration Edit/ Definition
14	1548	RP	The RP has completed his tasks and exits to the desktop.	-